VS. PINBALL™

2-in-1

VS. GOLF™

Non-stop action scores bonus profits.

Long-lasting appeal is par for the course.

Nintendo adds another innovation to its VS. SYSTEM™ of interchangeable games.

Announcing VS. GOLF/VS. PINBALL— a 2-in-1 VS. PAK™ release that combines two exciting new games in one cabinet. You get double the play action and double the profit potential.

For just a fraction of the cost of buying a new game, you can update your VS. SYSTEM with VS. GOLF/VS. PINBALL or other selections from the growing library of VS. PAK game programs. Each has the innovative game play and long-lasting appeal that has kept Nintendo at the top of the earnings polls.

VS. GOLF/VS. PINBALL, part of the VS. SYSTEM—Games that never stop earning.

Nintendo®

2-in-1

TWICE THE FUN.

VS. GOLF From tee to green, VS. GOLF is an 18-hole round of strategy for beginners and pros alike.

With 36 available holes to play, the system randomly generates a new 18-hole course for every game.

A player can take on the course or challenge another opponent to a round of stroke or match play.

Just as in a real game of golf, the constantly changing speed and direction of the wind, plus the angle of the green itself, influence the outcome of every shot. Players choose their clubs accordingly —selecting from woods, irons, a pitching wedge, sand wedge or putter.

Using a push-button control, they also regulate their swing and determine the impact point, direction and distance of the ball.

Action on the course is viewed from both a close-up detail of the player as well as from a perspective of the hole itself.

For a more realistic and challenging round of golf, you'd have to hit the fairways yourself.

UPRIGHT Weight: 375 lb.
Dimension: 45¼"(W) × 33½"(D) × 67½"(H)

VS. PINBALL There are enough bells, whistles and keep-the-ball-moving moments in VS. PINBALL to satisfy even pinball wizards.

Players can play solo or compete against an opponent for the high score. The action is fast with players operating the left and right flippers with push-button controls.

Players rack up points off the bumpers as the ball richochets its way from the "upper" to "lower" screens of the video pinball playfield.

There's even an exciting bonus screen that lets players earn extra points by keeping little Mario in action so he can catch the maiden when she falls.

VS. PINBALL is a razzle-dazzle game of fun that is sure to keep your customers playing and your VS. SYSTEM paying.

VS. GOLF/VS. PINBALL, part of the VS. SYSTEM —Games that never stop earning.

SIT-DOWN Weight: 205 lb.
Dimension: 27"(W) × 38"(D) × 34½"–42"(H)

Pictured: Sit-down model with optional leg extension.

A close-up of the player and a perspective of the hole itself show all the action on the VS. GOLF course.

Players rack up points on VS. PINBALL's fast-action upper and lower video screen playfields and bonus stage.

Nintendo

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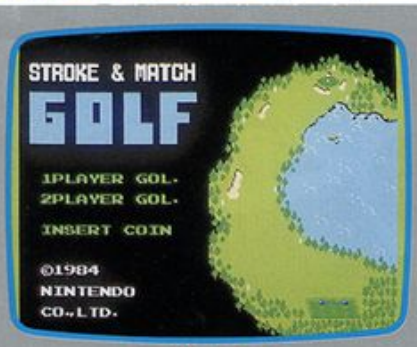
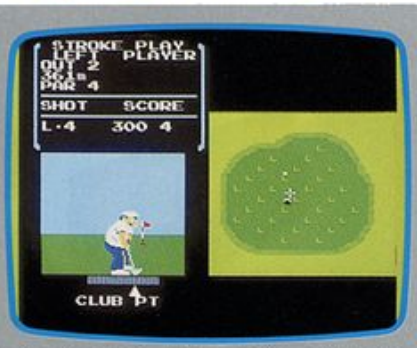
Nintendo of America Inc. P.O. Box 957, Redmond, WA 98052 (206) 882-2040

M.D.SYSTEM™ UPRIGHT TYPE

新発売。マルチ・ディスプレイシステム アップライト・タイプ





ゴルフ

クラブの選択・飛距離・スライス・フックボールのコントロール等、ゴルフの醍醐味が味わえます。

ピンボール

快音と共にはじけるボール。ピンボールならではのスリルと爽快さ。

GOLF / PINBALL

1台で2役。ディスプレイ効果抜群。

Nintendo®

アップライト型
- ゲームを豪快に楽しみたい方に。

©1984 Nintendo Co.,Ltd.

基板セット TABLE TYPE

ニューゲームがエコノミー価格で、お手元に。

基板セットA
—Nintendo 18″テーブル用—

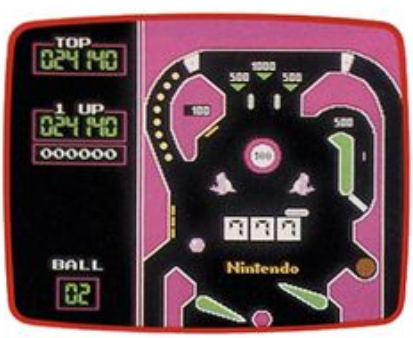
基板セットB
—他社製キャビネット用—

どちらのタイプも簡単に取付けられます。

©1984 Nintendo Co.,Ltd.

18″テーブル型
●ゲームをお気軽に楽しみたい方に。

ゴルフ



ピンボール

任天堂株式会社
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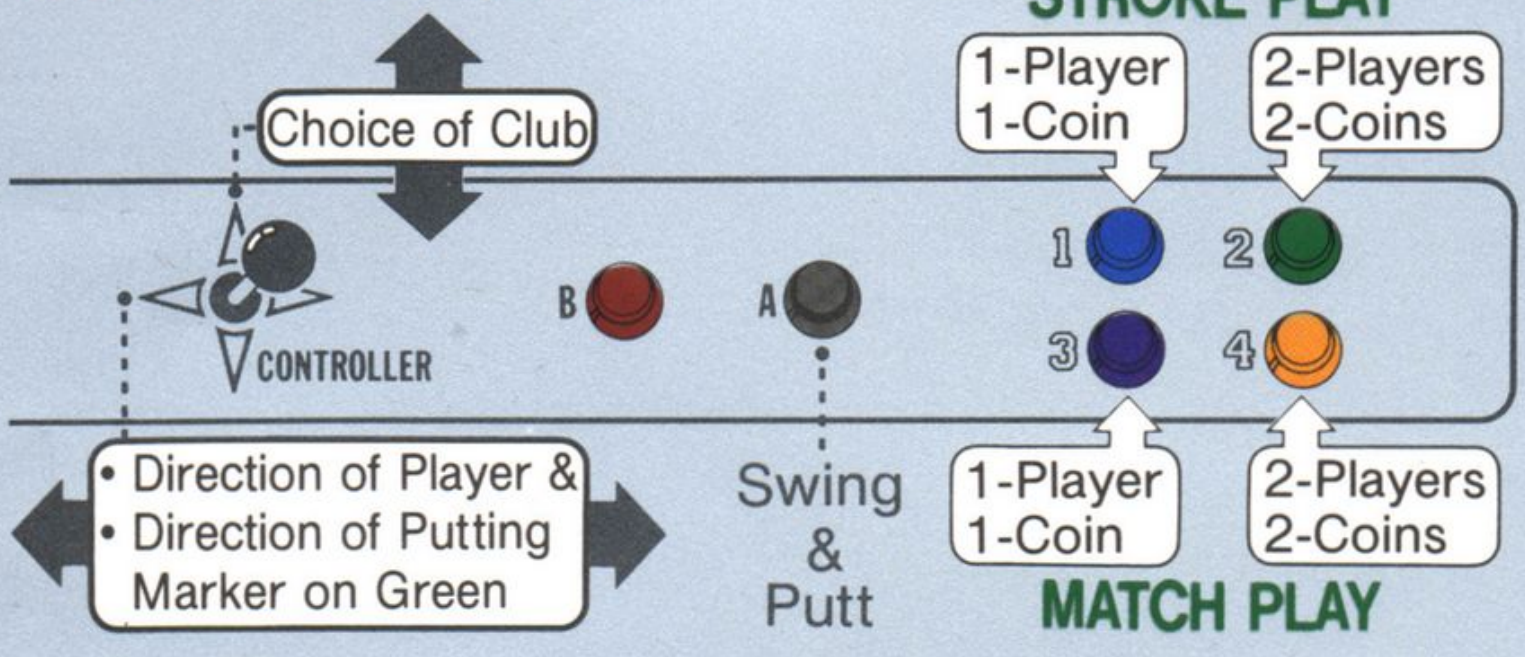
〒542 大阪市南区長堀橋筋1丁目32 TEL.06(245)4155

S.59 7.26 1000

VS.GOLF™

★HOW TO OPERATE



	PTS.
Eagle	+3
Birdie	+2
Par	+1
Bogey	−0−
Double Bogey & Over	−0−

	PTS.
Win the Hole	+1
Even	−0−
Lose the Hole	−1

[SWING]

- Push **A** Button **THREE TIMES** to swing.
  Wind factor (MPH) can affect the outcome of a shot.

[PUTTER] (PT)

- Push **A** Button **TWICE** to hit putt. (﹀)···Identifies angle of the green.

★RULES

- WATER HAZARD-One Stroke Penalty
- OUT OF BOUNDS-Two Stroke Ponalty
- No point subtracted after 2 times Par.
- MAX. NUMBER OF STROKES PER EACH HOLE-3 Times Par

★HOW TO CONTINUE THE GAME (GAME OVER)

- Game is over when a player's points decrease to 0.
- To continue game, insert additional coin(s) while "Insert Coin" is displayed and push the appropriate select button.
- In Player vs. Player Stroke Play and Player vs. Player Match Play ———
  Continue play by inserting coin(s), or allow the other player to:
  1) Continue the game in 1-Player Stroke Play.
  2) Compete against the computer in 1-Player Match Play.

VS.GOLF

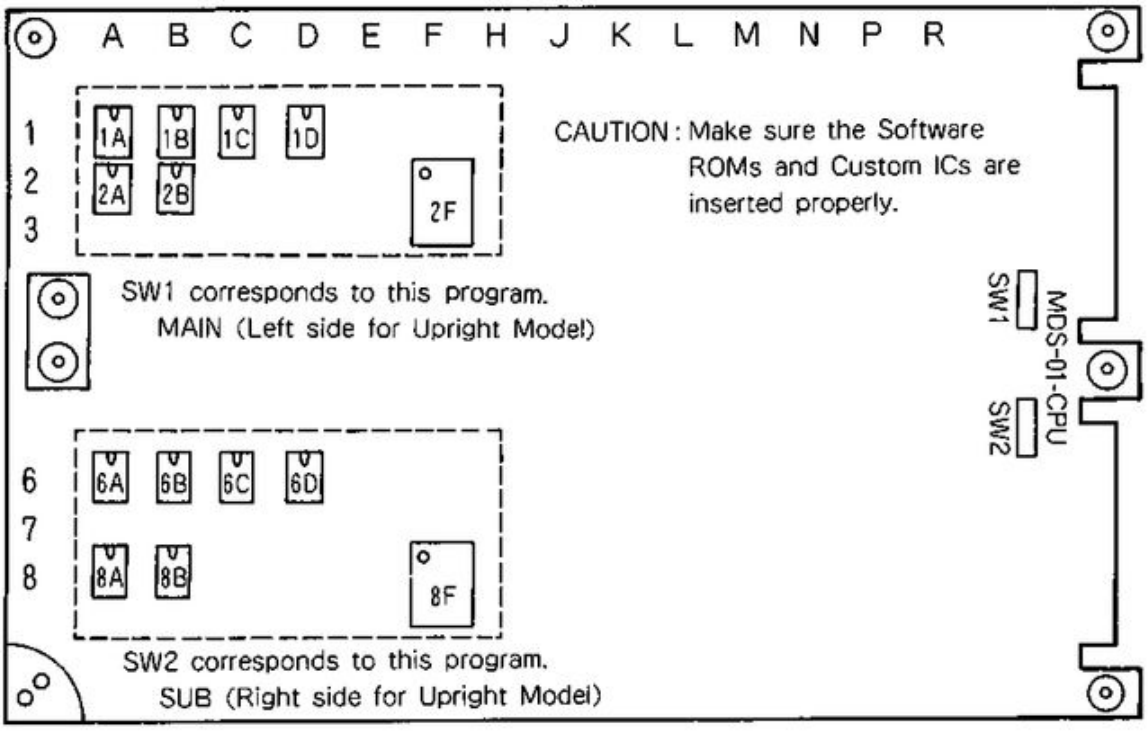
(Operation Manual)

I. How to install Software ROMs

Each Software ROM is labeled with a Location Number shown on it (▨ Shaded Portion illustrated below), which indicates the corresponding location on the P.C. Board where it shoud be installed.

(Label on Software ROM)

"VS.GOLF" contains 6 Software ROMs, and 1 Custom IC, which have location numbers, 6A(1A), 6B(1B), 6C(1C), 6D(1D), 8A(2A), 8B(2B) and 8F(2F). Each ROM and IC must be mounted into the proper IC Socket.



ROM and IC Location on P.C. Board

NOTE: ALL Software ROMs and Custom ICs must be inserted in both portions on the P.C. Board as shown above.
"VS.GOLF" can be interchanged between left and right side.

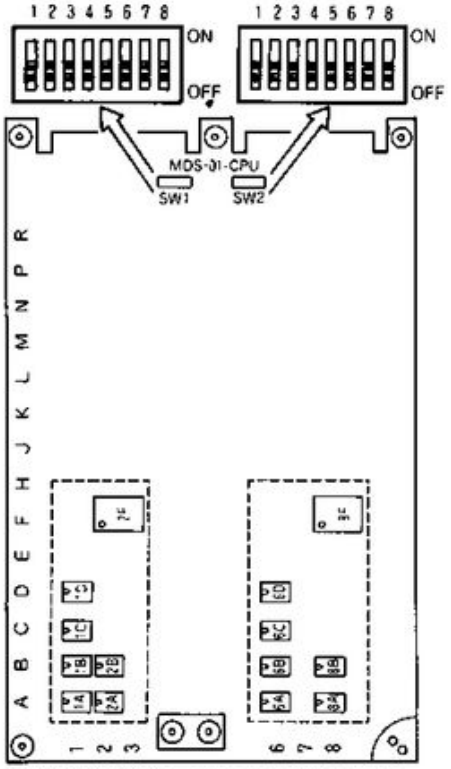
2. Points and methods of adjustment

Game Option Settings

MDS P.C. Board

062

MDS FOR VS. GOLF



CAUTION: Make sure the Software ROMs and Custom ICs are inserted properly.

SW1 corresponds to this program.
MAIN (Left side for Upright Model)

SW2 corresponds to this program.
SUB (Right side for Upright Model)

		SW2 (SW1)							
		1	2	3	4	5	6	7	8
Credit/Coin	1/4	ON	ON	ON					
	1/3	ON	ON	OFF					
	1/2	ON	OFF	ON					
	1/1	ON	OFF	OFF					
	2/1	OFF	ON	ON					
	3/1	OFF	ON	OFF					
	4/1	OFF	OFF	ON					
	Free	OFF	OFF	OFF					
Hole Size	Large				OFF				
	Small				ON				
Points						OFF			
						ON			
Starting Points	10						OFF	OFF	
	13						OFF	ON	
	16						ON	OFF	
	20						ON	ON	
Match Play	Easy								OFF
VS. Computer	Hard								ON

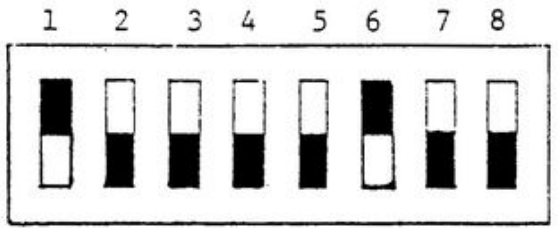
Stroke Play	OFF	ON
Hole in One	+5	+4
Double Eagle	+4	+3
Eagle	+3	+2
Birdie	+2	+1
Par	+1	−0−
Bogey	−0−	−1
Double Bogey & Over	−0−	−2

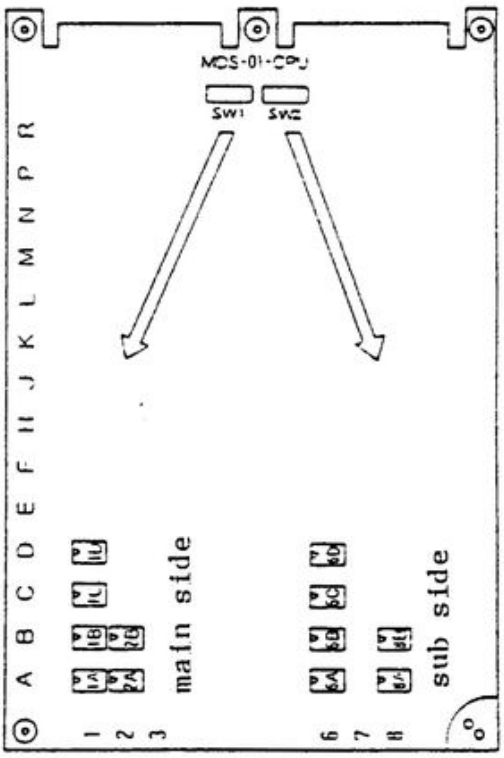
Match Play	OFF	ON
Win the Hole	+1	+2
Even	−0−	−0−
Lose the Hole	−1	−2

CAUTION

The suggested factory settings for VS. Golf™ are listed below. It is recommended that you carefully check the dip switch settings prior to operation. For the VS. DualSystem™, the dip switch settings will be on either SW1 or SW2, depending on which side of the p.c. board you install the EPROM's and custom IC. Refer to the operation manual for further instructions. For the VS. UniSystem™, the EPROM's and the custom IC must be installed in the "sub" side of the p.c. board, and then SW2 is used.

SW1 or SW2							
1	2	3	4	5	6	7	8
on	off	off	off	off	on	off	off





Please refer to the dip switch settings label and the VS.-PAK™ Operation Manual for further information.

Nintendo of America Inc.